

INTERCEPTOR
MICRO'S Lindon House, The Green, Tadley, Hants.

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WRITTEN BY I. GRAY
MACHINE CODE.

DEFENDER

482475C

CBM-64

JL JONES

INTERCEPTOR
MICRO'S
DEFENDER 64

© 1983

INTERCEPTOR
SOFTWARE

DEFENDER 64

SUITABLE FOR THE
commodore 64



DEFENDER 64 INSTRUCTIONS LOADING

To load, hold down SHIFT and press RUN/STOP. The program will automatically load and run. When the program has loaded and run, STOP THE TAPE DECK.

CONTROLS

ship movement — Joystick in Port 2
Hyperspace — 'return'

THE GAME

On a rocky world orbiting an alien sun, the first ten stellar pioneers from earth strive to form a colony. Against them is thrown the might of a power-hungry civilisation from a neighbouring world. In your 'Defender' class starcruiser, they are their sole protection. Alien LANDERS hover low over the mountains, the upper atmosphere, forming a fast, lethal, MUTANT. Squadrons of pulsating BOMBERS scatter Starmines in the path of your ship. PODS drift slowly through the air, needing only the energy from your laser to emit a cloud of darting SWARMERS. From the aliens' world hurry sleek, fast, BAITERS.

Your ship is fitted with a high-power Laser Cannon and carries three Smart Bombs, each of which will instantly destroy all visible aliens. As an emergency measure, you have a short-range Hyperspace drive, which can send your ship instantly to another part of the planet.

If a human is picked up by a lander, it is your duty to shoot the lander, catch the falling human and return him safely to the surface. Humans falling from too great a height will die on impact. Be careful not to shoot any of the humans. Smart bombs have no effect on humans.

TACTICS

1. Protect your humans at all costs. Surviving humans score large bonuses, mutated alder/humans are VERY dangerous. If all ten humans die, the planet will explode, and all the landers will mutate.
2. Kill the aliens fast. If you take too long on each attack wave, baiters will appear. These are LETHAL.
3. Move and fire constantly. Hit the fire button as fast as you can.
4. Smart Bombs are valuable — use them on crowded screens.
5. Use Hyperspace with caution — you could materialise on top of an alien.

SCORING

Landers — 150	Bombers — 250	Swarmers — 150
Mutants — 150	Pods — 1000	Baiters — 200
Catching a falling human — 500		Returning human to surface — 500
Unaided human landing safely — 250		
Wave bonus of 100 x wave x number of humans left		
Bonus ship and Smart Bomb every 10000		

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